GURPS Fantasy Gear

This is a list of some of materials for Fantasy campaigns (along with some pseudo scientific explanations).

Dwarven Steel *(Carbonized Steel):* This strong and heavy steel can be made with improved smithing techniques. Armor made from this has +1 DR (x10 cost), and dwarven steel weapons are typically of fine quality (x5 cost)

Elven Steel *(High-Grade Steel)*: this strong and light metal is nearly pure steel. Special Elven chainmail is made primarily from this metal and weights half as much as normal (x20 cost). Regular +1 DR armor can also be made from this (x12 cost). Elven steel weapons are typically of fine quality (x5 cost).

Mithral *(Titanium):* This strong but lightweight metal gains a silvery hue in mana rich worlds, but is otherwise similar to it's real-life counterpart. It is often used to make very fine weapons (x20 cost), and armor made from this weighs half as much as normal and has +1DR (x50 cost).

Silveron *(Titanium alloy)***:** As per Mithral

Adamantine *(Palmerium):* Found in thin lodes under deep oil deposits, or in meteorites. It is amber tinted and very strong, but it becomes brittle when exposed to UV rays. In a mana rich world, this metal can become almost unbreakable. The Drow often use this for very fine weapons or +2 DR armor. When refined by dwarves, the metal loses its vulnerability to sunlight and can make super-fine weapons (x200 cost) or +4 DR armor (x100 cost). The refinement process is rumored use the metal to earth, essential earth, and earth to metal spells.

Obdurium *(Osmium):* Little is known about this metal, and it is often confused with Adamantine. It is very strong and can make very fine or even super-fine weapons if worked by a master craftsman. It can also make +4 DR armor (x50 cost, +20% weight)

Orichalcum: A coppery metal that has a reddish glow in sunlight, Orichalcum reduces enchantment costs by 100 points per ounce. It is otherwise similar to copper. It costs at least $2500 per ounce.

Dragon scale: Any armor can be made out of a dragon's hide, providing the hide came from a dragon of the appropriate age (i.e. had the same DR as the armor being made). Armor made out of

dragon scale is 20% lighter than normal, and costs double the armor’s normal cost just to fashion (you have to provide the material).

Quality Armor: Fine armor can be made that is 10% lighter for +25% to cost. Very fine armor weighs 20% less: cost and manufacture time is doubled. It is extremely rare and only a master armorer (Armory 20+) could attempt to make it.

Arrows: Fine (+1 damage) arrows can be made from the Elven Steel and cost $25 each. Arrows made from Mithral are Very Fine (+2 damage) and cost $250 each.

Bolts: Fine (+1 damage) crossbow bolts made from Dwarven Steel can be had for $20 each. Adamantine bolts are +2 damage, but cost $500 each.

Dwarven Bread: One slice is equal to one meal, and the loaf itself is hard enough to be used as a weapon. There are 20 slices in a $200 2 lb. loaf. The baking process is rumored use the essential earth, earth to stone, and create food spells.

Elven Waybread: One slice equals 3 meals. There are 20 slices in a $1,500 1 lb. loaf. This magically enhanced bread is made only by elves, but is rumored to use the essential food spell.

Essential Water: Three times as thirst quenching as normal water, $40 per gallon.